

FOUNTAIN OF DEATH

DIFFICULTY: VARIABLE BASED ON HERO COUNT / 4-6 PLAYER HEROES / 90 MINUTES

This Mission requires the rules and components from:

- X-Men Resistance or Heroes' Resistance
- Fantastic 4: Under Siege
- Clash Of The Sinister Six

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You have returned to the Avenger's Tower to find that the building's defences have been compromised. Portals have opened throughout the building, unleashing hordes of undead!

"I have manufactured disruptor bands for you to equip," J.A.R.V.I.S chimes from the AI console. "You should be able to close the portals, but you'll need a concentrated neural link with another."

"Checking scanners, looks like the primary source is located in central park. Recommended course of action: fight your way down, shutting down portals and saving anyone still alive as you go, and then cut this off at the source and stop whoever is behind this! Good luck!"

Tiles needed: 15V, 16V, 19R, 20V, 21V, 22V, 31R

OBJECTIVES

Accomplish these objectives in any order:

- Remove all spawn points

SPECIAL SETUP

- **Mastermind in the park** Do not place a bystander card on tile 31R. Instead, place a facedown zombie hero card.

SPECIAL RULES

- **Close the portals!** If at least two heroes are present in a zone containing no enemies and a spawn point. A hero may spend an action to remove the spawn point from the zone. Both heroes receive 5XP.
- **They are coming from the portals!** Only spawn enemies during the spawn phase or via a bystander card (do not draw when opening doors). Remember that if the reserve is full to trigger an additional activation.
- **Ruptured flooring** Zones marked with letters are considered adjacent to any other zone with the matching letter. Feel free to mark these with matching colour cubes or objective markers. Enemies will move
- **This was your doing!?** When a hero moves onto tile 31R, flip and reveal the zombie hero card. Spawn in this zone.
- **I thought I was a gonna...** Rescuing a bystander rewards that hero 5XP.

